Megatouch FORCE 2008.5
and
ION 2008.5
Software Instructions

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PM0355-18

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Game Name and Score Needed for Initial Replay

Solitaire, Power Solitaire, Lone Star, and Super Lone Star will always offer a replay once the listed score is attained. The other games have to reach the score listed as well as attain the high score for the game in order to offer a replay. **NOTE**: **The available games may vary.**

11 Ball/11-Up	125,000
Air Shot	No Replay
Backjammin	125,000
Battle 31	125,000
Battle Command	No Replay
Beer Pong (Ion Only)	200,000
Beer Pong 21 (Ion Only)	No Replay
Big Time Roller	60,000
Boxdrop	175,000
Boxxi	850,000
Breakin' Bricks	400,000
Card/Castle Bandits	200,000
Card/Crypt Raiders	175,000
Card/Jolly Pirates	200,000
Chainz 2	500,000
Checkerz	28,000
Chip Away	125,000
Chug 21	250,000
Chug Monkey	400,000
Coco Loco	No Replay
Conga Fish (Ion only)	No Replay
Conquest	30,000
Crazy Hearts	65,000
Dodge Bull	No Replay
Domino5	200,000
Draggle Drop	200,000
Euchre Nights	5,000
Fast Traxx (Ion only)	100,000
Feeding Frosty	No Replay
Four Play	1,500,000
F.M.V. Boxxi (Ion only)	No Replay
F.M.V. Strip (Ion only)	400,000
Funky Monkey	110,000
Gender Bender	No Replay
Gin Rummy	55,000
GO-O-O-AL	No Replay
Great Solitaire	45,000
Hollywood Match	400,000
Hoop Jones	125
Ink Rally	No Replay
Lookout	400,000
Luxor	500,000
Luxor 2 (Ion Only)	500,000
Luxor Survival	No Replay
Magic Charms	500,000
Mega Bowling	125
Meteor Shower	200,000
MGA Champ. Golf	No Replay
Mini Golf/Crazy Golf	No Replay
Monkey Bash	No Replay
Monster Madness	400,000
Moon Drop	160,000
Mystery Phrase	325,000
Office Bash	400,000
Outer Spades	75,000
Outlaw Poker/Cattle Drive	400,000
Pack Rabbit (Ion only)	400,000
Pharaoh's Fortune	45,000
Pharaoh's 9	No Replay
Photo Hunt	400,000
Photo Pop	No Replay
Pix Mix	350,000
Power Solitaire	55,000
Power Trivia	No Replay
Puck Shot	3,000
QB Zone	65,000
Q-Shot	50,000
Quik Cell	100,000
Quik Chess	125,000
Quik Match	400,000
Quiz Show	45,000
Race Poker/Motor Match	No Replay
Rack 'Em	200,000
Rack 'Em 9 Ball	35,000
Run 21	250,000
Snapshot	400,000
Space Crusader (Ion only)	No Replay
Speed Draw	125,000
Sticker Book	No Replay
Strip Club	No Replay
Sudoku 6	100,000
Super Snubbel	No Replay
Tai Play	240,000
Take 2	110,000
Tennis Ace	No Replay
Texas Hold 'Em	No Replay
Tic Tac Trivia	75,000
Tri-Towers/Tri-Castles	125,000
Tricky Fish	No Replay
Trivia Treasure	No Replay
Trivia Whiz	No Replay
Tuxedo Run (Ion only)	400,000
UNO®	No Replay
UNO® 52 Poker	No Replay
TV Guide Mini Crossword	50,000
Video Whiz (Ion only)	No Replay
Vinci-Ball	400,000
Wild 8's/Wild Apes	400,000
Word Dojo	375,000
Word Safari	125,000
Wordster	100,000
Zenword	350,000
Zip 21	200,000

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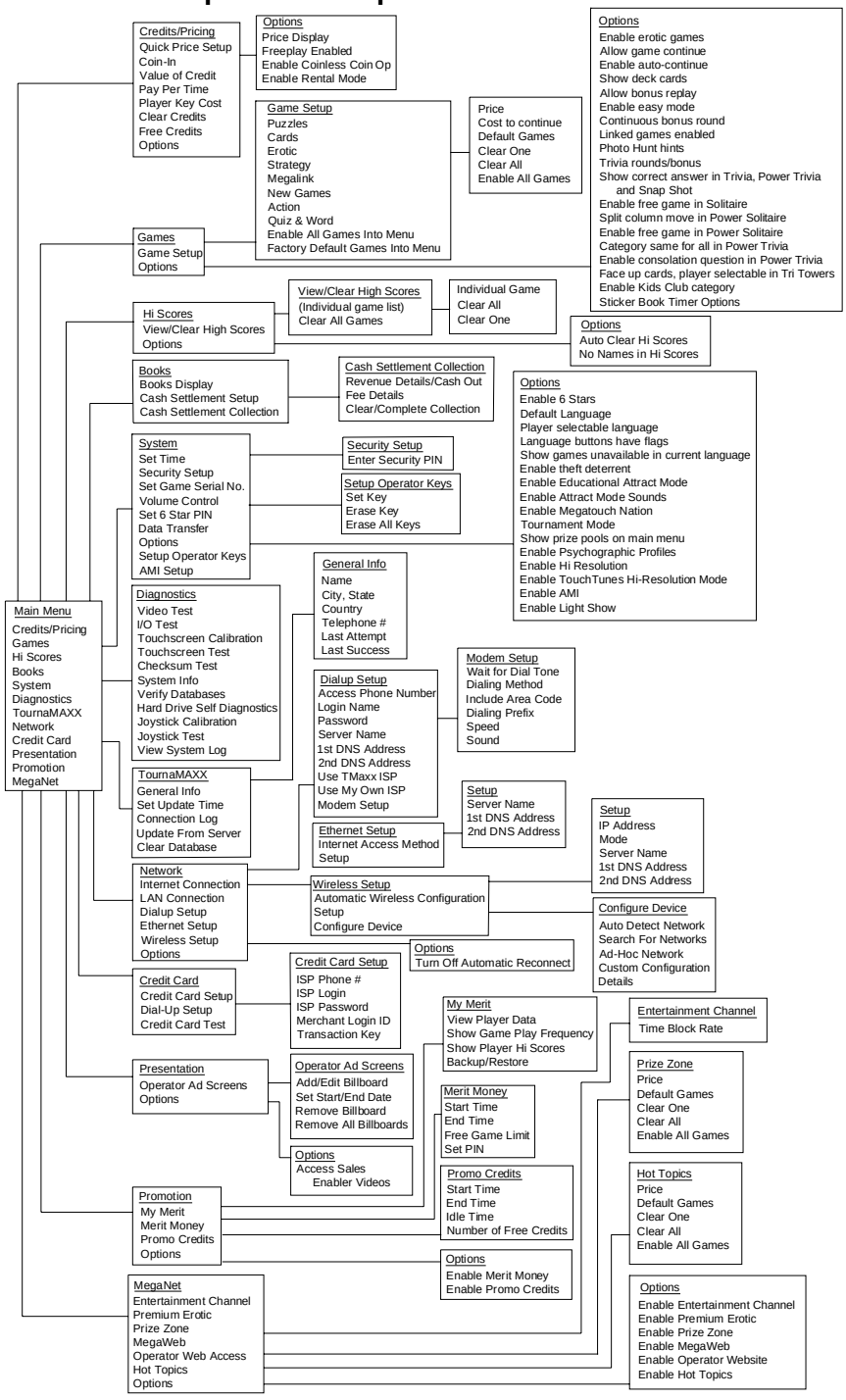
Operator Setup Screens Flowchart



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Main Menu

The Main Menu can be accessed by pressing the SETUP button inside the game. Use the Main Menu to set up all game software options.

NOTE: For help with the Options in any menu section, touch the green "?" buttons to bring up a help screen.

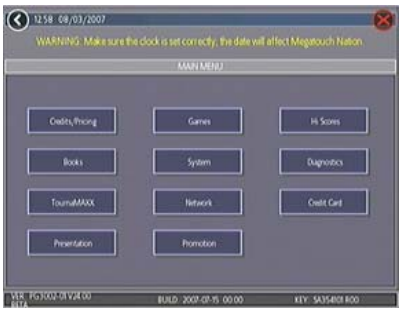

FIGURE 1 - MAIN MENU

A summary of the Main Menu functions appears in the following table. For more detail, see the corresponding sections of the manual.

Main Menu	Available Options	Information
CREDITS/ PRICING	• Quick Price Setup • Coin-In • Value of a Credit • Coinless Coin Op • Pay Per Time • Options • Player Key Cost (Ion Only) • Clear Credits • Free Credits • AMI Play Cost	The Credits Screens allow the operator to set credit rules for all games, set up the Coin-In Menu, enable the Coinless Coin Op feature, enable the Rental Mode feature, set the cost to purchase player keys (if applicable), select freeplay mode, and add or clear credits. Operators with a Mega-Link connection can also set up AMI jukebox play cost.
GAMES	• Game Setup • Options	In the Games Screens, you can edit the game list (choose which games are available and in what category they appear on the Category Menu), and select options for individual games.
HI SCORES	• View/Clear Hi Scores • Options	Touch **CLEAR ALL GAMES** to clear all high scores or select a particular game to edit high scores for that game.
BOOKS	• Books Display • Cash Settlement Setup • Cash Settlement Collection	The Books Screens display current and lifetime credits information as well as calculate and collect the location and operator fees.
SYSTEM	• Set Time • Security Setup • Set Game Serial Number • Volume Control • Set 6 Star PIN • Data Transfer • Setup Operator Keys (Ion Only) • AMI Setup • Options	Set the game clock, security PIN, serial number, game volume, 6 star PIN and features, and system options such as language control, 6 Star Enable, and theft deterrent. Also use this menu to transfer machine configuration, books data, and ad screens with a USB Pen and program Operator keys to enable access to the setup screens via the key (if applicable). The AMI Setup option allows operators to establish a Mega-Link between their Megatouch game and an AMI-powered jukebox.

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Main Menu	Available Options	Information
DIAGNOSTICS	• Video Test	• Enters the Video Test screens. Touch the screen to cycle through test.
	• I/O Test	• Tests the function of the I/O board, DIP switches, coin meter and lockout.
	• Touchscreen Calibration	• Allows the operator to calibrate the touchscreen. Follow the instructions on the screen.
	• Touchscreen Test	• Checks touchscreen calibration. Touch the cursor on the screen to make sure it is accurately following your movement.
	• Checksum Test	• Checks the hard drive for missing or corrupted files.
	• System Info	• Gives details about various hardware components in the game.
	• Verify Databases	• Only use on the advice of Merit Technical Service.
	• Hard Drive Self Diagnostics	• Detects hard drive errors and predicts future failures. Runs automatically during system startup and software installation.
	• Joystick Calibration	• Allows calibration of the joystick. Follow the instructions on the screen.
	• Joystick Test	• Checks joystick calibration. Move the joystick and make sure the cursor accurately follows your movement.
	• View System Log	• Allows operators to easily read, capture and send error log data.
TOURNAMAXX / TOURNACHAMP	• General Info • Connection Log • Set Update Time • Test Connection • Update From Server • Clear Database	Enters the TournaMAXX / TournaCHAMP Setup Screen if the game is registered for Tournament play. See the Meganet® manual for more information.
NETWORK	• LAN Connection (Ion) • Internet Connection	Allows you to set up your local area network and also configure your Internet connection settings.
TOURNAMENT	• Set Up Tournament • Clear Winners • Reset All	Replaces TOURNAMAXX button in OFF-LINE mode. Allows you to set up tournaments with prize pools for a dedicated machine. See the Local Tournament Mode section of this manual for more information.
CREDIT CARD	• Credit Card Setup • Dial-In Setup • Credit Card Test	Enters the Credit Card Set-Up Screen if a credit card swipe is installed in your game.
PRESENTATION	• Operator Ad Screens • Options	Create ad screens and also add custom screens created on a personal computer. Access Video Sales Enabler (Ion Only).
PROMOTION	• My Merit	• Enables a feature permitting players to create custom accounts. Also displays individual player data and allows the operator to back up or restore the data.
	• Merit Money	• Sets time periods in which location owners can use the 6 Stars feature to offer free credits to encourage play.
	• Promo Credits	• Sets time periods in which the game offers a free credit while in Idle Mode.
	• Options	• Enables My Merit, Merit Money, and Promo Credits features.
MEGANET	• Entertainment Channel • Premium Erotic • Prize Zone • MegaWeb • Operator Web Access • Hot Topics • Options	Enters the MegaNet Set-Up Screen if the game is registered for TournaMAXX/TournaCHAMP play. Features must be enabled for the corresponding button to appear. See the MegaNet® manual for more information.

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Credits/Pricing Menu

Quick Price Setup - *This feature is only available in U.S. games.*

Quick Price Setup allows the operator to make general pricing changes without entering the Games Menu.

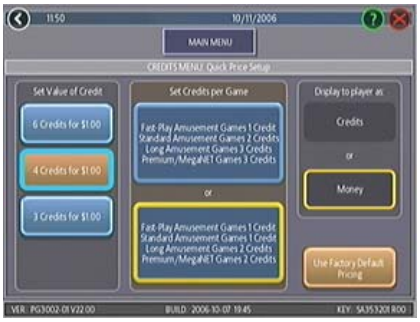

FIGURE 2 - QUICK PRICE SETUP SCREEN

NOTE: If the game is set to 3 or 6 Credits for a Dollar, prices will display as Credits.

6 Credits for a Dollar (default setting): Sets each game to the following price settings:

COIN VALUE	=	CREDITS
$0.25		1
$.50		2
$.75		4
$1.00		6
$5.00		30

4 Credits for a Dollar: Sets each game to the following price settings:

COIN VALUE	=	CREDITS
$0.25		1
$0.50		2
$0.75		3
$1.00		4
$5.00		20

3 Credits for a Dollar: Sets each game to the following price settings:

COIN VALUE	=	CREDITS
$0.50		1
$0.75		2
$1.00		3
$5.00		15

The operator can also use this screen to determine whether prices are displayed to players as credits or monetary amounts, and set the cost of Fast-Play Amusement, Standard Amusement, Long Amusement, and Premium/MegaNET games. Touch the **Use Factory Default Pricing** button to restore default values.

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Coin-In Menu

20:35
08/10/2006
MAIN MENU
CREDITS MENU: Coin-In
CHANNELS
CASH-IN
CREDITS
1 $0.25 EDIT $0.25 EDIT = - 1 +
2 $0.25 EDIT $0.50 EDIT = - 2 +
3 N/A EDIT $0.75 EDIT = - 4 +
4 N/A EDIT $1.00 EDIT = - 6 +
5 N/A EDIT $5.00 EDIT = - 30 +
6 N/A EDIT EDIT = - +
7 N/A EDIT METER PULSE Change Currency
8 N/A EDIT 25¢ Default Settings
BUILD: 2006-08-09 00:00
KEY: SA353001R04

FIGURE 3 - COIN-IN MENU

Game cost can be controlled two ways: by changing the number of credits required to play a game or by changing the cost of a credit. The Coin-In Menu allows you to adjust the cost of a credit, as well as provide a way to give players "bonus" credits for depositing a higher amount of money. On the Cash-In and Credits Table, the "**-**" and "**+**" buttons are used to change the number of credits, while the corresponding price value for the credits is entered by pressing the **Edit** button in that row.

NOTE: The "Edit" button will bring up a numbered keypad, limited to 2 decimal places. The Cash-In and Credits Table is ordered, so values must be set in increasing increments from top to bottom of the screen. The final two values, however, can be entered as "0", which is the equivalent of N/A. As each row on the table is filled in, the "Edit" button will appear for the subsequent row below it.

Similar to the Cash-In and Credits Table, when programming the Channels on the Coin-In Menu, Channel 1 is set for the lowest value coin, Channel 2 for the next highest value, etc. The meter pulse, which is the highest common divisor of all the monetary values of the Channels, is independent of the credits and only tracks the smallest unit of currency. Operators can use this number to determine the amount of money earned on a game by multiplying the meter pulse by the reading on the hard meter.

NOTE: Changing the values of the Channels on the Coin-In Menu may change the meter pulse. Therefore, a Cash Settlement Collection should be performed prior to adjusting the Channels in order to accurately reflect coin drop based on the hard meter reading. Adjusting the Channels will not affect the Cash-In and Credits Table, which performs a separate function on the Coin-In Menu.

To give customers bonus credits for inserting larger denominations, manually adjust the credits earned per dollar value on the Credit and Values Table. Coins may be deposited in any combination of values and the game will automatically register the highest number of credits for the total amount of coins deposited. Once a game is played, any remaining fractional credits are saved and applied to the next purchase.

NOTE: It is recommended that if you are enabling bonus credits, that the game be set to display in credits and not money. If the game is set to display in money, all money values will be based on the value of 1 credit, which is typically the most expensive credit.

The type of currency registered can be adjusted by touching the **Change Currency** button at the bottom right-hand corner of the Coin-In Menu. Touching the **Default Settings** button just below it will return the Coin-In Menu to its factory settings. This setting can be adjusted (as described previously), but will return if the game memory is cleared.

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Coinless Coin Op Menu

When enabled via the Options button on the Credits/Pricing Menu, the Coinless Coin Op feature allows the operator to charge on a per-game or per-time basis without players inserting money into the game. The total amount owed after gameplay is tallied by the machine and collected by the location owner. Location owners reset the game with a PIN after collection.

NOTE: If you have set a tax fee on the Cash Settlement Screens, Coinless Coin Op Mode play will be taxed at the set rate. If you want to set the tax percentage at a different rate for Coinless Coin Op mode and regular mode, you should perform a Cash Settlement Collection, change the tax rate and then switch modes.

MEGATOUCH
ION 2008
Start Per-Game Mode
Start Time Mode
Enjoy playing Megatouch games!
When you are finished, your bill will be based on the number of games played.
Enjoy playing Megatouch games! Purchase a 15 minute block of time and play as many games as you wish during that time period.
When you are finished, your bill will be based on the total number of time blocks purchased.
$2.50 / 15 Minutes

FIGURE 4 - PLAYER MENU IN COINLESS COIN OP (TIME AND PER GAME MODES BOTH ENABLED)

Certain features will not be available in Coinless Coin Op Mode, such as MegaNet content, Merit Money, Promo Credits, Free Credits, TouchTunes® music and AMI jukebox music. Pricing for these features can only be displayed in currency values, not credits.

Settings

Touching the Settings button allows the operator to choose whether players can play Per Game, Per Time, or both when the game is in Coinless Coin Op mode. Per Time pricing can be changed on this screen with the up and down arrows. The currency amount will apply to each 15-minute time block selected by the customer.

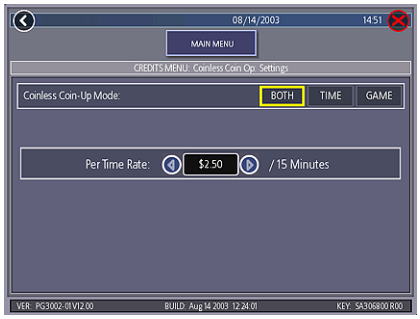

FIGURE 5 - COINLESS COIN OP MENU - SETTINGS SCREEN

Setting the PIN

Touch the Set PIN button on the Coinless Coin Op Menu to program the PIN. The number can be from 1 to 5 digits.

NOTE: The Coinless Coin Op PIN can also be set from the Player Menu. Touch the Options button, enter the 6 Star PIN, and touch the CCO Set PIN button.

Disabling the Money Inputs

It is recommended that the money inputs be disabled when the game is in Coinless Coin Op mode. Unplug the power and signal harness connected to the bill/note acceptor and the harness connected to the coin mech (if applicable) to disable the inputs.

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Per-Game Mode

When players choose this mode, a running total of the amount owed is maintained and displayed in the CREDITS box on the screen. The total is tabulated after each game or function. The location owner then collects the total amount owed at the end of gameplay. If there is no activity for 10 minutes, the machine will disable and the amount owed by the player will display on screen. No further gameplay can occur until the machine is reset by a location employee using the PIN.

Time Mode

The price per 15-minute time block will be displayed before players choose this mode. During gameplay, the time remaining and amount owed by the player will be displayed on screen. When the time block runs out, players can purchase additional time. Otherwise, the machine will disable and the amount owed by the player will display on screen. No further gameplay can occur until the machine is reset using the PIN. If the player leaves the game before the purchased time block has ended, the game can be reset using the PIN.

Resetting or Freezing the Game

The game can be reset at any time using the pre-programmed PIN. Once gameplay totals have been tallied by the machine, the attendant can also choose to freeze the game to prevent more activity until the transaction is complete. The Reset or Freeze buttons are accessible through the Options button on the Player Menu after touching the Coinless Coin Op button. An alarm will begin to sound after 3 failed attempts to enter the valid number when entering the PIN to reset the game. The alarm will terminate when the machine is rebooted, the operator SETUP button is pressed, or the correct PIN is entered.

Rental Mode

When enabled via the Options button on the Credits/Pricing Menu, Rental Mode allows players to purchase a block of time and use it to play as many games as they want.

To set the value of a credit in Rental Mode, select **Pay Per Time** from the Credits Menu. Touch the arrows on either side of the time interval to adjust the number of minutes of play given for each credit. To disable any row, set the minute value to zero.

To Enter This Screen, Touch "Pay Per Time" on the Credits Menu

FIGURE 6 - PAY PER TIME SCREEN

Certain features will not be available in Rental Mode, such as MegaNet, Merit Money, Promo Credits and Free Credits. Rental mode is also unavailable with linked games.

NOTE: It is recommended that you clear the books when toggling Rental Mode on and off in order to ensure accurate bookkeeping.

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Games Menu

Game Setup

The game list and prices, as well as game options, are programmed using these screens. The first screen shows the various game categories and allows access to the following general settings for all games.

To Enter This Screen, Touch "Game Setup" on the Games Menu and Select a Category

FIGURE 7 - GAMES MENU: GAME SETUP

Enable All Games Into Menu: Turns on all games (certain games which were previously displayed in the Game Setup have been turned off in this software) and defaults the price settings.

Factory Default Games Into Menu: Returns the Game Setup to its default settings. Games that were not originally enabled will be turned off and all price settings will be reset.

When you touch a category name, the next Game Setup Screen shows the game positions available for that category and the price for each game, with the list at the bottom showing all games available for the selected category. In categories with Merit-thon games, players who choose Merit-thon play one round of three different games in that category for one combined score.

The Game Setup Screen also allows you to make these general changes:

Default Games: Resets the selected category menu to its default game and price settings.

Clear One: Clears a selected item from the player's game menu.

Clear All: Clears all games from the player's game menu.

Enable All Games: Turns on all games within the selected category and defaults the price settings.

To customize a particular game list, first select a category on the first Game Setup Screen. On the second screen, touch **Clear All** to clear the game list. Choose the menu position you want a particular game to occupy by touching that position, then touch the desired game name from the game list on the bottom of the screen. Repeat until all desired games appear in the menu (a game cannot appear in the list more than once). Games already in the menu will be red in the game list at the bottom of the screen.

To adjust the price, touch the credit or currency value next to each game.

Some games support a continue function. In the cost to continue column, games without this function will display N/A. Games that support continuation will show a credit value. The cost to continue is adjustable on a game by game basis. Touch the credit value button to change the amount. Hit **NEXT** to return to the Games Category page.

NOTE: The default Cost to Continue price is the same as the default cost to play the game; however, the Cost to Continue does not need to be the same amount as the original price.

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Hi Scores Menu

View/Clear Hi Scores

Use this menu to manage hi scores. The first screen allows you to clear all scores for all games by touching **Clear All Games**. To edit the hi scores for an individual game, select that game on the first screen.

To Enter This Screen, Touch "View/Clear Hi Scores" on the Hi Scores Menu and Choose a Game

FIGURE 8 - HI SCORES MENU: VIEW/CLEAR HI SCORES SCREEN

Touch **Clear All** to remove all hi scores for that particular game or select an individual score and touch **Clear One** to remove that particular score only.

Books Menu

The Books Screens display the current and lifetime credit totals for each game, as well as the percentage of credits played per game (the percentage for each game is the total number of credits played on that game divided by the total number of credits entered into the machine).

Books Display

To Enter This Screen, Touch "Books Display" on the Books Menu

FIGURE 9 - BOOKS MENU: BOOKS DISPLAY SCREEN

The books information can be sorted in three ways with the button that toggles through the sorting categories. **Unsorted** displays the books information in the standard order. **Sorted by Current** displays the current credits for each game from most to least played. **Sorted by Lifetime** displays the lifetime credits for each game beginning with the most played game.

Touch **TournaMAXX Statistics** or **Tournament Statistics** to get the books information for that play only. Touch **Clear Current** to erase all current books data. The date the data was last cleared will appear at the top right of the Books Screen.

Touch the **+** above Total Credits to view Current and Lifetime credits for each game mode. Touch the button again to minimize this screen.

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To Enter This Screen, Touch "Books Display" on the Books Menu and Choose a Game Name

FIGURE 10 - BOOKS MENU: BOOKS DISPLAY SCREEN WITH GAME SELECTED

Touching a game name will display the current and lifetime credit totals*, broken into 1-4 player, linked game, and Megatouch Nation plays (Ion only). It also shows the shortest, average, and longest playing times for that game.

Touching Trivia or Power Trivia displays totals by category.

Books Display also shows coin input data, as well as Promotional Credits, Merit Money, and Coinless Coin Op totals (when these features are enabled). Touch the **+** above Total Coins to display individual coin input statistics and MegaNet® Credits to display the totals for each MegaNet® category. Touch the button again to minimize this screen.

NOTE: Books data can be exported to a file USB pen via the System Menu/ Data Transfer/Export Books feature. The .data file can then be viewed with a word processing program after connecting the storage device to a personal computer. The file will display basic game information such as the software version, the game serial number, and date/time information relating to books data. The file will also show the current and lifetime credit totals, as well as credit totals for each game featured on the machine.

Cash Settlement Setup

The Cash Settlement Screens are used to calculate the percentage of earnings the operator and location will receive, as well as any fees collected by the operator. This will help to offset MegaNet operation costs.

To Enter This Screen, Touch "Cash Settlement Setup" on the Books Menu and touch the Arrow at the Bottom Right

FIGURE 11 - BOOKS MENU: CASH SETTLEMENT SETUP SCREEN

To do so, touch the bottom-right arrow button, then choose **YES** or **NO** to display the operator's cut on the Cash Settlement Setup Screen. Enter the percentage of revenue the location will receive. Also, select the fee calculation method. Select per month if you do not make regular weekly collections or per week if you collect every 7 days.

NOTE: Monthly fee collections are based on a 4.3-week month. If you change your fee calculation method, the game will auto-adjust the fees by multiplying or dividing by 4.3 and rounding to the nearest penny.

NOTE: Make sure the time and date are set on the game in order to ensure correct fee calculation.

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To Enter This Screen, Touch "Cash Settlement Setup" on the Books Menu and touch the Arrow at the Bottom Right Twice

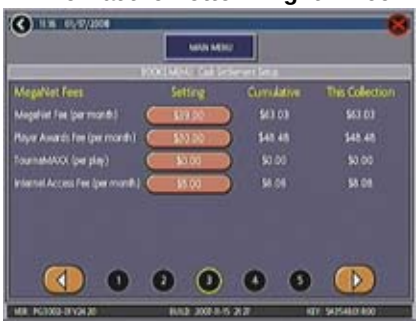

FIGURE 12 - BOOKS MENU: CASH SETTLEMENT SETUP SCREEN

To Enter This Screen, Touch "Cash Settlement Collection" on the Books Menu

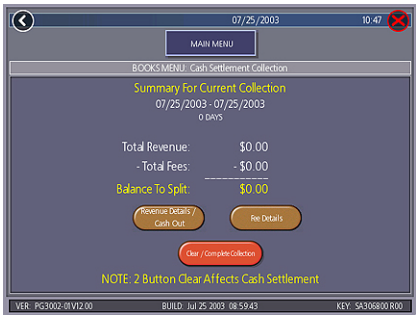

FIGURE 13 - BOOKS MENU: CASH SETTLEMENT COLLECTION

The next screen allows you to set up the fees. The amounts can be changed on screen by touching the amount itself and using the keypad to enter a dollar figure. The other two columns display the cumulative totals for each fee and the totals for the current collection period. Fees are calculated on a prorated, per-day basis. Touch the bottom-right arrow button to display more groups of fees.

Cash Settlement Collection

The Cash Settlement Collection Screens will display the balance (total revenue minus total fees) to be split between the operator and the location.

Touch **Revenue Details/Cash Out** or **Fee Details** for breakdowns and **Clear/Complete Collection** to finish. Cash Settlement totals will reset once collection is complete.

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System Menu

FIGURE 14 - SYSTEM MENU

Set Time	The Set Time Menu allows you to set both the time and date on the game. Time is shown in 24-hour, "military" time (e.g. 5:00pm = 17:00). Use the up and down arrows to set the time and date.
Security Setup	The operator can set the PIN number and select which of the features (Coin-In Menu, Free Credits, Game Menu, Hi Scores, Books, All Options, and Set 6 Star PIN) will be protected by the PIN. To change the PIN, you must first enter the existing PIN (the default PIN is **0000**), then enter a new 4-digit number and touch **SET** on the keypad. The game will prompt you to re-enter your PIN to confirm. After confirming your PIN, touch the button for each of the features you wish to protect with the PIN.
Set Game Serial Number	Use this screen to enter the game's serial number using the keypad.
Volume Control	Touch the volume control button to adjust the volume up or down. This screen allows you to sample the sound volume without exiting the screen. The on-screen volume control can also be accessed using 6 Stars.
Set 6 Star PIN (only appears if PIN is enabled)	Brings up the Set 6 Star PIN Screen via the Options button on the Player Menu. Set the 6 Star PIN (between one and six digits) using this screen. You can enable this feature and choose which options will be accessible by 6 Stars using the System Menu: Options Screen. Touch an option box under System Menu: Options for on-screen help.
Data Transfer	Transfer information (machine configuration, Books data, My Merit data and ad screens) using a USB Pen.
Setup Operator Keys (Ion only)	Use this screen to program or erase Operator keys to enable or disable access to the setup screens by using the key (if applicable).
AMI Setup	Use this screen to link a Megatouch game with an AMI-powered jukebox. See **Jukebox Mega-Link Setup** section for further details.
Options	For help with the Options in any menu section, touch the option box to bring up a help screen.

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Diagnostics Menu

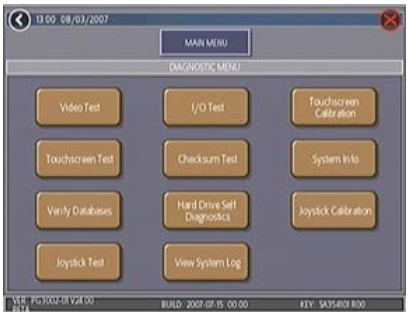

FIGURE 15 - DIAGNOSTICS MENU

Video Test	Touch the screen to cycle through a series of video test screens.
I/O Test	Tests the SETUP and CALIBRATE buttons, all coin channels, the coin meter, and the coin lockout feature (if applicable). A green light next to the appropriate button will register each time that item is tested, and the number next to the item should increment by one with each test. The screen also displays which DIP switches are on or off.
Touchscreen Calibration	Follow the on-screen instructions to calibrate the touchscreen.
Touchscreen Test	Allows you to check the touchscreen calibration accuracy. The crosshairs should follow your finger exactly when you move it across the screen.
Checksum Test	Checks the hard drive for missing or corrupted files. With STOP ON ERROR? set to YES, a message indicating which file is corrupted will be shown whenever the game encounters an error. With STOP ON ERROR? set to NO, a list of corrupted files will be displayed when the test is complete. If errors are detected, the software on the drive may need to be reloaded. If this does not solve the problem, the drive may require replacement. The test could take up to 30 minutes.
System Info	Gives details about the following: • platform type • processor type and speed • motherboard type • amount of memory • Ethernet card manufacturer • sound chip type • video chip type • touchscreen manufacturer • hard drive manufacturer/size • modem identification number • fan speed • status • PSOC version • I/O board processor
Verify Databases	Only use on the advice of Merit Technical Service. An **Update from Server** must be performed prior to verifying databases.
Hard Drive Self Diagnostics	Checks the hard drive for errors, displays results, and notifies operator when error is detected or hard drive failure is imminent. Tests can be initiated automatically and/or manually.
Joystick Calibration (Ion only)	Follow the on-screen instructions to calibrate the joystick.
Joystick Test (Ion only)	Allows you to check the joystick calibration accuracy. The crosshairs should follow the movement of the joystick.
View System Log	Displays a log of all operations performed by the game since the log was last cleared. This information is helpful for customer service in troubleshooting your game.

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Hard Drive Self Diagnostics

Your Force or Ion hard drive is equipped with the S.M.A.R.T. (Self-Monitoring, Analysis, and Reporting Technology) monitoring system, which helps predict hard drive failure and avoid system crashes by collecting hard drive data and recording errors. The test can be initiated manually, as described below, but also runs automatically when the game is turned on or software is installed. A warning will appear during software installation if there are hard drive issues that may hinder installation or cause damage to the game.

To initiate the test and access the reports, touch **Hard Drive Self Diagnostics** on the Diagnostics Menu. The next screen displays the hard drive S.M.A.R.T. test result as having "PASSED" or "FAILED", and allows you to show or hide diagnostics details. With the **Show Details** option selected, the screen displays the status of each hard drive attribute being monitored. **Hide Details** shows only the overall test result.

FIGURE 16 - HARD DRIVE SELF DIAGNOSTICS SCREEN

To Enter This Screen, Touch "Show Details" on the Hard Drive Self Diagnostics Screen

FIGURE 17 - SHOW DETAILS SCREEN

Reports

Each attribute displayed on the S.M.A.R.T. report will show a grade of "PASSED", "FAILING NOW" or "FAILED IN THE PAST", determined by the attribute's rating in relation to its given threshold. By touching the green "**?**" to the left of each entry, operators can view the grade and rating of that attribute in the pop-up window. If the rating is above the threshold, the attribute has "PASSED"; if the value is below the threshold, it is "FAILING NOW"; and if the attribute was previously but is no longer below the threshold, it has "FAILED IN THE PAST". Press **OK** at the pop-up to return to the list of attributes.

FIGURE 18 - ATTRIBUTE RATING POP-UP SCREEN

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Presentation Menu

Operator Ad Screens

A total of 24 advertising screens can be created with the software and added to the game. The ads will appear along with the other attract screens when the game is in idle mode. Custom images for ad screens can also be added to the game using an appropriate storage device for your game (USB pen or CD). Touch the green **?** buttons on each screen for information on how to create ad screens and add custom screens to the machine.

Also, a program for adding up to 120 additional ad screens can be downloaded from our Web site (www.meritgames.com) in the Support/Software Downloads section.

FORCE and ION games only: A USB Pen Kit (kit number KAV-100-008-01) is available. To order, contact your local distributor.

Video Sales Enabler (Ion games only)

Distributors and operators can show customers sales videos directly on the game. These videos can be accessed via the Options button on the Player Menu for easy presentation. To enable this feature, enter operator setup and touch **Presentation** and then **Options**.

Promotion Menu

The Promotion Menu is designed to encourage player interest. Use the **Options** button to enable each feature.

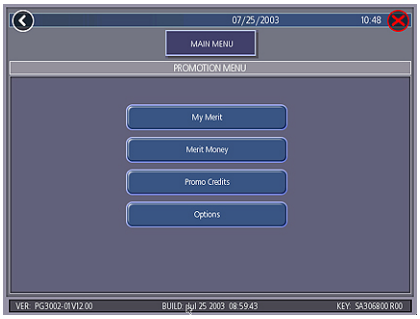

FIGURE 19 - PROMOTION MENU

My Merit

The My Merit feature allows individual players to create custom accounts, accessible via PIN numbers. Accounts can be created by touching the **My Merit** button on the Player Menu or by accepting the option to create an account after achieving a Hi Score.

FIGURE 20 - MY MERIT OPTIONS

Players will then have the choice to log in to their accounts through the **My Merit** button on the Player Menu and have personal data stored on the machine. Players can view their hi scores and the number of games they've played in the My Merit mode for the last year.

NOTE: My Merit data will be cleared when a software update is performed. Be sure to back up the data before updating the game. Conversely, backing up data onto the USB pen will also overwrite any existing My Merit data on the USB pen.

View Player Data

Touch **View Player Data** after selecting **My Merit** from the Promotion Menu to bring up a list of all players with My Merit accounts. Touching a player's name will bring up the PIN, total number of games played, and date the account was created. The **Show Hi Scores** button will display a list of the games on which the player has the hi score and the score itself. The operator can also reward the player with free credits on the View Player Data Screen.

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Show Game Play Frequency

This feature shows the number of games played by each My Merit player. The operator can choose whether to display all totals or just those that fall within a certain date range.

Show Player Hi Scores

Selecting a game name under this feature will bring up the Hi Scores of each My Merit player for that game, as well as the date the score was achieved. The operator can choose whether to display all Hi Scores or just those that fall within a certain date range.

Backup/Restore

My Merit data can be backed up or restored with a USB pen. After connecting a pen to the machine, touch this button to proceed with backing up or restoring all My Merit data. USB pen kits (kit number KAV-100-008-01) are available. To order, contact your local distributor.

NOTE: Restoring My Merit data from a storage device will erase any My Merit data currently on the game.

Merit Money

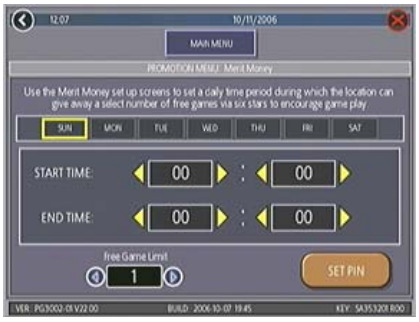

FIGURE 21 - MERIT MONEY SCREEN

The Merit Money screens allow location owners to encourage game play by offering free games (not free credits) at certain time intervals via the 6 Star feature. Select days of the week, time frames, and the number of free games (1-10 per day) to be awarded, as well as a PIN number for location owners to use in order to access Merit Money using the 6 Stars feature. Location owners can enable Merit Money by entering that specific PIN in the 6 Stars screen. One free game is given away each time the location enters the code until the predetermined daily limit is reached. Free games expire after 10 minutes, when money is deposited into the machine, or when the Merit Money time period comes to an end.

Promo Credits

The Promo Credits feature generates interest by offering operator-controlled free credits while the game is in idle mode. Select days of the week, time frames, idle time (number of minutes the game would be in idle mode before free credits are offered) and the number of credits (1-10) to be awarded. A message announcing that free credits are available will appear on the screen during idle mode when Promo Credits go into effect. Promo Credits expire after 10 minutes or when the Promo Credits time period comes to an end.

FIGURE 22 - PROMO CREDITS SCREEN

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Megatouch Player and Operator Keys (available on some models)

Certain models of Megatouch Ion games come with a key socket for use with player and operator keys. Player keys are used to store gameplay and login information and offer new features to players. Operator keys are used to make it easy for operators to enter setup to service machines.

Operator Keys

Operator Keys can be programmed to make it possible to access the Main Menu Screen without opening the game. Operator Key Kits (part number KAV-111-002-01) can be purchased from an authorized Merit distributor.

To program an Operator Key:

1. Press the SETUP button to enter the Main Menu Screen.
2. Touch **System** on the Main Menu Screen and then touch **Setup Operator Keys.**
3. Touch **Set Key**, then press the Operator Key to the player key socket on the machine to save the key serial number on the game.
4. Choose a PIN for the key.

NOTE: The PIN for each operator key can be set to the same number, if desired. Additionally, one key can be used for any number of games.

Repeat these steps for each Operator Key. Once the key is programmed, simply touch a programmed key to the player key socket and enter your PIN when prompted. The Main Menu Screen will then display.

Up to 4 different Operator Keys can be programmed on one game. To clear a programmed key, enter setup, touch **System** and then touch **Setup Operator Keys**. Touch the key to the player key socket, then press the **Erase Key** button.

Player Keys

The Player Key stores My Merit, Tournament login information and Mega Level game levels and codes by touching the key to the key socket. Using a Player Key will also earn players a Megatouch Nation sweepstakes game each month. Players who reach a designated score can enter a drawing for a monthly prize.

A player key (with colored handle) is included with your Ion game to give to players to encourage use. Additional Player Key Kits can be purchased from an authorized Merit distributor (part number KAV-111-001-01). Players can also purchase keys on connected games. Operators may set the cost of these credits by pressing entering operator setup and touching the **Credits** button on the Main Menu Screen. Touch **Player Key Cost** and use the arrows above and below the credits to set the cost.

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MegaNet® Installation Instructions

If you are connecting your game to the server, follow the instructions below. For wireless connections, skip to **Wireless MegaNet® Setup**.

NOTE: If your game has dual tournament mode and you are transitioning from Local Tournament Mode to TournaMAXX, the game must be switched from OFF-LINE to ON-LINE mode. From the System Menu, choose Options, then touch ON-LINE. Also, to maintain accurate bookkeeping statistics, it is recommended that you perform a Cash Settlement Collection before proceeding to On-Line mode.

Dial-Up Internet Setup

For dial-up connections, you will need to have a modem installed in your game. If you are using a broadband Internet connection, skip to **Broadband Internet Setup**.

1. Connect the supplied phone cable to the phone coupler. (The phone coupler features a smaller port than the Ethernet coupler that appears alongside it). If the phone cable has a ferrite attached to the end of it, make sure this end is closest to the game.
2. Secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
3. Plug the other end of the phone cable into a phone jack.
4. Continue with **On-Screen Configuration Guide**.

Broadband Internet Setup

NOTE: A broadband router is required in order to connect Megatouch games to a broadband Internet connection. You will need either a broadband router with a built-in broadband modem or a broadband router and an external broadband modem. If you are also linking games, you may also require a router with a built-in hub or an external 10 BASE-T Ethernet hub depending on how many games you are linking and how many available ports are on the router. (Hubs are available from your distributor as a separate part, EC0030-01, or at your local computer store.)

NOTE: Your broadband Internet connection should already be connected and configured using the instructions provided by the manufacturer and by your Internet Service Provider before continuing with this installation.

1. Turn off the game and disconnect it from its power source.
2. Connect an Ethernet cable to the Ethernet coupler at the back of the game. (The Ethernet coupler features a wider port than the phone coupler that appears alongside it). If the Ethernet cable has a ferrite attached to the end of it, make sure this end is closest to the game.
3. Connect the free end of the Ethernet cable to the broadband router.
4. Secure each cable to the U-bolt on the back of each game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
5. Continue with **On-Screen Configuration Guide**.

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On-Screen Configuration Guide

In order to continue with this On-Screen Configuration, your Game Start-Up, Debit Account, and Operator Agreement forms must be filled out and received by Merit.

*NOTE: If your game has dual tournament mode and you are transitioning from Local Tournament Mode to TournaMAXX, the game must be switched from OFF-LINE to ON-LINE mode. From the **System Menu**, choose **Options**, then touch **ON-LINE**.*

1. Press the SETUP button.

2 At the MAIN MENU, touch the **Network** button (see Figure 23).

3. ***Ion 2007 software or greater:*** At the Network Menu, first select the Internet Connection method.

   For Broadband Connections: Touch **LAN** for your Internet Connection. Then touch **Ethernet** to advance to the Ethernet Internet Setup Screen (see Figure 24). At the next screen, depending on how you are connecting to the server, select either **Automatic** and continue with step 16, or **Manual** and continue with step 18.

   For Wireless Connections: Touch **LAN** for your Internet Connection. Then touch **Wireless** to advance to the Wireless Internet Setup Screen (see Figure 2). Continue with step 23.

   For Dial-Up Connections: Touch **Dial-Up** for your Internet Connection. Then touch **Dialup Setup** and continue with step 5.

To enter this screen, touch the "SETUP" button in the CPU section.

FIGURE 23 - MAIN MENU SCREEN

To enter this screen, touch the "Network" button at the MAIN MENU.

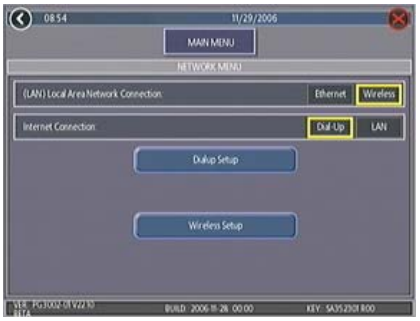

FIGURE 24 - NETWORK MENU SCREEN

Ion and FORCE server connections:
Dial-Up: This method uses a phone line and either Merit's ISP or your own ISP.
Automatic: This setting is for cable or DSL connections using dynamic IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.
Manual: This setting is for cable or DSL connections using static IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.

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4. ***FORCE 2007 software or greater:*** Select the Internet Connection method.

   For Dial-Up Connections: Touch **Dial-Up** for your Internet Connection. Then touch **Dialup Setup** and continue with step 5.

   For Broadband Connections: Touch **LAN** for your Internet Connection, then touch **Ethernet Setup**. At the next screen, depending on how you are connecting to the server, select either **Automatic** and continue with step 16, or **Manual** and continue with step 18.

Dial-Up Only

5. At the DialUp Internet Setup Screen (see Figure 25), touch the **Modem Setup** button. This will take you to the Dial-In Setup Screen (see Figure 26).

6. At this screen, touch **YES** or **NO** after **Wait For Dial Tone** depending on whether or not you have to wait for a dial tone before dialing. Select a dialing method (either tone or pulse). In the **Include Area Code** section, select **YES** or **NO** depending on whether or not you have to use an area code to dial local number. If you need to use a dialing prefix (such as a number to reach an outside line) use the keypad to enter the number. Insert a comma after the number if an internal phone system needs time to connect to an outside line or to wait for a dial tone. Each comma forces a delay of one second before dialing. Select the dialing speed (it is recommended that this remain at FAST unless there is a dialing problem). Select to have the modem sound turned off, quiet or loud. After all of these settings have been entered, touch the **<** button to return to the DialUp Internet Setup Screen.

7. At this screen, select **Use TMaxx ISP** if you are using TournaMAXX's Internet Service Provider (ISP), or **Use My Own ISP** if you are using your own Internet Service Provider (ISP). Proceed to steps 8 through 11 if using Merit's ISP, and steps 12 through 15 if using your own ISP.

FIGURE 25 - DIALUP INTERNET SET-UP SCREEN

To enter this screen, touch the "Modem Setup" button at the DialUp Internet Setup Screen.

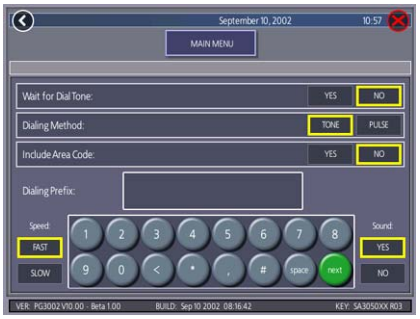

FIGURE 26 - DIAL-IN SET-UP SCREEN

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Connecting to the MegaNet® server using TournaMAXX's ISP

8. After selecting **Use TMaxx ISP** and confirming that you want to continue, the game will connect with the server. Once the initial connection is made, you will see a list of phone numbers. Use the arrows to scroll through the list and find the number closest to you. Select it by touching it and then touch **OK**. (If there are no local phone numbers, contact Customer Service for assistance with finding the correct number. If there is only one number available to you, the game will automatically select that number and prompt you to confirm the information.) After you have selected a primary telephone number and confirmed your selection, the game will prompt you to select a secondary telephone number. Select a secondary number and confirm the information.

9. Once you have selected the local phone number, the game will return to the DialUp Internet Setup Screen. Touch the **MAIN MENU** button at the top of the screen. Then touch the **TournaMAXX** button.

10. At this screen, touch the **Update From Server** button. The game will connect to the server (see Figure 27). Your first connection may take up to 40 minutes.

11. To confirm that a proper connection took place, touch the **Connection Log** icon on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" (see Figure 28). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button again to download additional information.

Connecting to the MegaNet® server using Your Own ISP

12. After the **Use My Own ISP** button has been touched, you will be prompted to enter the Access Phone Number, Log-In Name and Password given to you by your Internet service provider. Enter the information and touch the **NEXT** button to proceed to the next required field. The Server Name, Primary DNS Address and Secondary DNS Address will already be filled out; simply touch **NEXT** to accept the default information.

13. Once all the information has been entered and you confirm that you want to continue, the game will attempt to connect to the server. After a connection has been established, the information you have entered will appear on the screen. Touch the **YES** button to confirm the entered information.

14. Touch the **<** button. At this screen, touch the **Update From Server** button to download the available tournament data onto your machine (see Figure 27). Your first connection may take up to 40 minutes.

15. To confirm that a proper connection took place, touch the **Connection Log** button on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" at the Connection Log Screen (see Figure 28). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button again to download additional information.

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Automatic Only

16. After selecting **Automatic**, press the **Setup** button. The game will prompt you to confirm the default Server Name, Primary DNS and Secondary DNS information. Touch the **NEXT** button to accept these defaults. Then, touch the **YES** button for the game to connect to the server and complete the registration process (see Figure 27).

17. To confirm that a proper connection took place, touch the **Connection Log** button on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" at the Connection Log Screen (see Figure 28). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button again to download additional information.

Manual Only

18. After selecting **Manual**, press the **Setup** button. The game will then prompt you to enter the Static IP Address. Enter the Address given to you by your service provider and touch the **NEXT** button. Then, enter the Gateway given to you by your service provider and touch the **NEXT** button. The Server Name, Primary DNS Address and Secondary DNS Address will already be filled out; simply touch **NEXT** to accept the default information. Then, touch the **YES** button for the game to connect to the server and complete the registration process (see Figure 27).

19. To confirm that a proper connection took place, touch the **Connection Log** button on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" at the Connection Log Screen (see Figure 28). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button again to download additional information.

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Wireless MegaNet® Setup (Ion Games Only)

Your wireless router and broadband Internet connection should already be connected and configured using the instructions supplied with your router and Internet Service Provider before continuing with this installation.
NOTE: If you are using security, only WEP 64 or 128-bit encryption is supported.

20. Press the SETUP button.

21. Touch the **Network** button on the MAIN MENU.

22. Touch **LAN** for your Internet Connection. Then touch **Wireless** to advance to the Wireless Internet Setup Screen.

23. Touch **Configure Device** and then choose from the following options to network your games:

    Autodetect Network: The system will find and connect to the nearest available wireless network. This is the easiest way to connect.

    Search for Networks: Looks for all available wireless connections. Select a connection from the list to proceed.

    ***Secured connection*:** Choosing a "locked" device will prompt a key (password) request. If the selection is your own network, use your network password to gain access. If not, this indicates an outside wireless network that has been encrypted and is not accessible.

    ***Unsecured connection*:** You will be prompted to enter interface information. Accept the default values, or consult a network advisor to manually configure these settings.

    Ad-Hoc Network: **Ad-Hoc Network**: This is only for Mega-Link capability, not for connecting to the server for MegaNet®.

    Custom Configuration: Touching this button will prompt the user to enter the SSID (network name) for manual setup of the wireless connection.

NOTE: Wireless Internet connection does not require Manual Configuration. Only users who have changed the default SSID during router installation should change the SSID. Consult the instructions supplied with your wireless router for more information.

NOTE: If you have chosen **Custom Configuration**, you will be prompted to enter interface information. We suggest you accept the default values. If you want to manually configure these settings, consult a network advisor.

24. Once you have chosen your network connection, and the game returns to the Wireless Device Setup Screen, reboot the game in order to ensure that your network is properly established. Once the game boots back up, touch the **MAIN MENU** button at the top of the screen; touch **TournaMAXX** and then **Test Connection** to call into the server and test the connection.

25. To confirm that a proper connection took place, touch **Connection Log** on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" in the Connection Log (see Figure 28). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button to download additional information.

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To enter this screen, touch the "Update From Server" button at the TournaMAXX Menu Screen

FIGURE 27 - MANUAL UPDATE SCREEN

To enter this screen, touch the "Connection Log" button at the TournaMAXX Menu Screen

FIGURE 28 - CONNECTION LOG SCREEN

Manual Update

If the game fails to connect, a red **X** will appear over the part of the process that failed. Reference the Troubleshooting Guide in this manual to correct the problem.

An **X** on the person:

- no modem detected
- modem unavailable
- machine serial number not valid
- no machine serial number
- invalid security key

An **X** on the first line:

- no dial tone
- ISP phone line is busy
- modem lost phone connection
- ISP not answering

An **X** on the **WWW**:

- ISP not responding
- no answer
- unable to connect with ISP
- connection to ISP interrupted
- login information not accepted by ISP
- no information received. disconnecting
- unable to configure connection with ISP
- TournaMAXX™ server not responding to requests
- ISP not responding properly to requests
- unable to establish connection with ISP
- login information not accepted by ISP

An **X** on the second line:

- unable to detect TournaMAXX server

An **X** on the Merit logo:

- TournaMAXX server not responding
- server error
- invalid information received

Connection Log

The numbers following the time and date of the last connection attempt have the following meanings:

M - manual update

1 - 1st attempt of an automatic update

2 - 2nd attempt of an automatic update

3 - 3rd attempt of an automatic update

If the status message is displayed in green, it was a successful connection. Status messages displayed in red are unsuccessful connection attempts.

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MegaNet® Content

(U.S. Games Only)

NOTE: The game must perform an "Update from Server" in order for all MegaNet® features to be accessible. The game must also connect to the server at least every 15 days for all MegaNet® features to remain.

The MegaNet® features can be enabled and disabled through the Options button on the MegaNet® Menu (accessed via the SETUP button).

Premium Erotic

The Premium Erotic category features games with content from Penthouse® and Chippendales®.

Setup

When enabling the Premium Erotic feature via the Options button in the MegaNet® menu, a screen describing the terms and content of the feature appears. Touch the **I ACCEPT** button to proceed or **I DON'T ACCEPT** to cancel. After the feature is enabled, a timer can be applied so that the Premium Erotic feature can only be accessible at certain intervals. Touch the TIMER button and use the arrows to set the time frame in which Premium Erotic content is available.

Games appearing as part of the Premium Erotic feature are selectable via the Premium Erotic button in the MegaNet® Menu. The Premium Erotic game setup works in the same manner as categories in the regular Game Setup Menu.

Prize Zone™

Prize Zone™ allows players to earn "Prize Bucks" by playing popular Megatouch games, then shop for prizes right on the machine. After touching the Prize Zone™ icon on the MegaNet® menu, players either log in with an existing login name or log in as a new player by entering the information requested on the game (name, address, etc.). Once the player accepts the agreement displayed on the machine, a game can be selected for play. Players then choose how much they want to spend on the game; the more credits used to play the game, the more Prize Bucks earned during gameplay.

Players can redeem Prize Bucks once gameplay is over by touching the **Prizes** icon. The player may select any prize(s) that can be attained based on the number of Prize Bucks earned. Players then fill out the shipping information to have the prize mailed to the specified shipping address.

NOTE: Prize Zone™ is not available in every state or in Freeplay mode.

Setup

When enabling Prize Zone™ via the Options button in the MegaNet® menu, a screen explaining Prize Zone™ terms appears. Touch the **I ACCEPT** button to finish enabling the feature or **I DON'T ACCEPT** to cancel.

Games appearing as part of the Prize Zone™ Menu are selectable via the Prize Zone™ button in the MegaNet® Menu, which works in the same manner as categories in the regular Game Setup Menu.

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Operator Web Site Access

Direct access to the operator's company Web site is available from the MegaNet® Player Menu for the latest league, event and other information.

Setup

From the MegaNet® Menu, touch the Operator Web Access button to enter the URL for your operator Web site, insert your company name, which will appear under the button, and set the cost per minute of viewing time. The text field for your company name is limited to 30 characters. If a name is not entered, the space under the button will read "Your Game Operator's Web Site." Operator Web site access will have standard MegaWeb™ pricing set as the default. To set operator Web site access to no charge, set the value of a block of time to zero. When the value is set to zero, the continue box will appear after 10 minutes of viewing time. If continue is not selected, it will log off.

Operators can import a personalized graphic for the Web site button if they choose. See your Remote Operator Interface (www.tournamaxx.com) for instructions on importing a graphic.

NOTE: This feature is not available if using an 800 number to dial in to the server or in Freeplay or Coinless Coin Op modes.

NOTE: Pages containing Java or Flash cannot be loaded on the game at this time.

NOTE: *Text can be entered into a text field on a Web page by touching the field on the game to activate it.*

Hot Topics™

Hot Topics™ games allow players to compete in games featuring regularly refreshed current events.

Setup

Games appearing as part of the Hot Topics™ Menu are selectable via the Hot Topics™ button in the MegaNet® Menu, which works in the same manner as categories in the regular Game Setup Menu.

MegaWeb™

MegaWeb™ allows the player to access the World Wide Web through the game. Players determine how much browsing time they would like to purchase and then use the touchscreen to navigate the Web.

NOTE: In order to optimize the MegaWeb® display, High Resolution should be enabled on all games except for Classic cabinets and cabinets that have been converted with the MAXX to FORCE kit (which cannot support high-resolution mode). Additionally, the first time you enter MegaWeb®, you may need to adjust the horizontal and vertical monitor settings to maximize the display. This will only have to be performed once and it will not affect the monitor settings of the game screens. To enable high resolution, press the SETUP button and select "System" from the Main Menu Screen. Select "Options" and then touch the box next to "Enable Hi-Resolution" so that a check appears next to it. Exit out of the setup screens and calibrate the touchscreen. It will now prompt you to calibrate twice, once for normal resolution and once for high resolution. To adjust the monitor settings, follow the Monitor Adjustment Procedure in your game owner's manual.

Setup

Use the MegaWeb™ Menu to set the cost per minute block of Web browsing time.

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Time/Payment

When the MegaWeb™ button is touched, a screen will appear prompting the player to select the amount of time to purchase (see Figure 29). The player can choose the minimum amount, a selectable amount, or the amount of all credits already entered into the machine. If no credits are currently on the machine, the player will be prompted to insert money when one of the buttons is selected.

BACK
MegaWeb
13 Credits
Surf the World Wide Web with MegaWeb!
- Email friends from any web-based email account
-Access the latest in sports, news, finance, weather, entertainment and much more
Select the number of credits to allocate to MegaWeb. 2 credits equals 3 minutes. Any unused credits, after the first three minutes, will be returned as game credits.
2 Credits
3 Minutes
6 Credits
9 Minutes
All Credits
18 Minutes

FIGURE 29 - CREDIT SELECT SCREEN

The game will attempt to connect 3 times. If it cannot connect, an error message will appear asking the player to try again later. The player will not yet have purchased the time and will not lose any credits. The timer countdown begins and specified credits are allocated to the Web browser upon successful connection.

At the end of the purchased time, a screen will appear giving the player the option to use more available credits or enter more credits if none are left on the game (see Figure 30). This screen will remain for 20 seconds and the game will stay connected to the Internet during this time. If another MegaWeb™ purchase is made, the screen returns to the same page the player was viewing prior to the timer expiring. If no purchase is made within 20 seconds, the game disconnects and reverts to the Player Menu. If the player exits the browser with time remaining, the remaining credits will be applied to amusement play. Time blocks used will be rounded up to the nearest credit.

BACK
MegaWeb
6 Credits
Your time on MegaWeb has expired. Please select an amount of credits from the options below to continue surfing the World Wide Web. You will return to the page you were previously viewing.
2 Credits
3 Minutes
2 Credits
3 Minutes
All Credits
9 Minutes

FIGURE 30 - BUY MORE TIME/QUIT SCREEN

If the connection is lost during the purchased viewing time, the timer will suspend and the game will attempt to reconnect 3 times. When the connection is reestablished, the timer will resume and the player will still see the page that was previously on the machine. If a connection cannot be reestablished within 3 attempts, the credits remaining in MegaWeb™ mode will be applied to amusement credits.

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Home Page

Once the game connects to the Internet, the player is taken to a Home Page with standard navigation buttons (Forward, Back, Stop, etc.) and a button that brings up a keyboard for entering Web addresses or search text (see Figures 31 and 32). The Home Page also contains a search engine and various channel buttons (Sports, Entertainment, News, etc.). Each button brings up a list of related links for the appropriate channel, as well as a search engine feature. The Merit button will bring up a screen with links to the Merit home page and TournaMAXX™.

NOTE: Text can be entered into a text field after the field itself is touched and activated.

NOTE: Java and Flash are not supported in MegaWeb™. Pages containing Java or Flash cannot be loaded on the game at this time.

FIGURE 31 - HOME PAGE

FIGURE 32 - HOME PAGE WITH KEYBOARD

E-mail and Attachments

E-mail can be accessed through Web-based E-mail sites using the keyboard, but only image and text attachments can be opened. Attachments cannot be saved to the machine.

NOTE: MegaWeb™ is not available in Freeplay or Coinless Coin Op mode.

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TROUBLESHOOTING GUIDE

MegaNet® Dial-Up Connection Status Messages

Message	Corrective Action
BAD SERVER ADDRESS	• The server IP address was entered incorrectly. • Verify proper entry of server IP address
CANNOT COMMUNICATE WITH MODEM, MACHINE REBOOTING	• The modem is not responding. • The machine will automatically reboot and try again.
CONNECTION TO ISP INTERRUPTED	• The connection to the ISP was broken. • Try again.
ERROR DIALING MODEM	• An error occurred while dialing. • Verify proper modem installation and try again.
EXPIRED VERSION OF COMMUNICATION SOFTWARE	• The MegaNet® server cannot communicate with the machine. • Contact an authorized MegaNet® distributor for an upgrade.
INVALID INFORMATION RECEIVED FROM TOURNAMAXX™ SERVER	• Invalid information was received from the server. • Please contact the MegaNet® server manager with connection details.
INVALID SECURITY KEY DETECTED	• The security key installed in the machine does not match with previous connections to the MegaNet® server. • Contact the MegaNet® manager for more details.
ISP NOT ANSWERING CALL	• The call was not answered. • Make sure the ISP telephone number was entered correctly and try again.
ISP NOT RESPONDING	• The call was answered, but not by a detectable modem. • Make sure the ISP telephone number was entered correctly.
ISP NOT RESPONDING PROPERLY TO REQUESTS	• Automatic configuration requests to the ISP were not answered properly or slowly. • Try again.
ISP PHONE LINE IS BUSY	• The modem detected a busy signal connecting to the ISP. • Try again later.

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Message	Corrective Action
LOGIN INFORMATION NOT ACCEPTED BY ISP	• The ISP rejected either the user name or password. • Verify that the user name and password were entered correctly and that the account is active.
MACHINE SERIAL NUMBER NOT FOUND ON TOURNAMAXX™ SERVER	• There is no serial number entered for the machine. • Verify proper serial number entry.
MACHINE SERIAL NUMBER NOT VALID FOR TOURNAMAXX PARTICIPATION	• The serial number entered on the machine is not valid to participate in a TournaMAXX™ Tournament. • Verify the serial number entered matches the serial number on the side of the machine and then contact the MegaNet® server manager for proper registration information.
MODEM LOST PHONE CONNECTION	• The connection to the ISP was interrupted. Verify telephone connection is of good quality. • Try again.
MODEM UNAVAILABLE. CHECK MODEM INSTALLATION	• The modem is not available. • Verify proper modem installation and try again.
NO ANSWER	• The call was not answered. • Make sure the ISP telephone number was entered correctly.
NO DIALTONE	• The modem did not detect a dial tone on the line. • Make sure the telephone cable is properly connected. • If your telephone system does not support dial tones, select "NO" in the "WAIT FOR TONE" section of the Dial-In Setup Screen.
NO INFORMATION RECEIVED. DISCONNECTING	• The connection was stopped due to lack of data transfer. • Try again.
NO MACHINE SERIAL NUMBER ENTERED	• There is no serial number entered for the machine. • Verify proper serial number entry.
NO MODEM DETECTED, CHECK MODEM INSTALLATION	• Could not detect proper installation of modem. • Make sure modem is installed and CMOS settings are correct.

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Message	Corrective Action
SECURITY KEY VIOLATION	• The security key installed in the machine does not match with previous connections to the MegaNet® server. • Contact the MegaNet® manager for more details.
SERVER ERROR REPORTED	• An unexpected error occurred on the server. • Please contact the MegaNet® server manager with connection details.
TOURNAMAXX™ SERVER NOT FOUND	• A MegaNet® server system was not found at the IP address specified in the Dial-Up Network Setup Screen. • Verify proper entry of server IP address.
TOURNAMAXX™ SERVER NOT RESPONDING	• The MegaNet® server was not responding to connection requests. • Verify correct MegaNet® server IP entry.
TOURNAMAXX™ SERVER NOT RESPONDING TO REQUESTS	• Automatic configuration requests to the ISP were not answered properly or slowly. • Try again.
UNABLE TO COMMUNICATE WITH ISP	• The call was answered by a modem but requests for connection were not answered. • Try again. If a connection is not made after multiple attempts, the selected ISP may not conform to Internet standards.
UNABLE TO CONFIGURE CONNECTION WITH ISP	• The call was answered by a modem but requests for connection were not answered. • Try again. If a connection is not made after multiple attempts, the selected ISP may not conform to Internet standards.
UNABLE TO DETECT TOURNAMAXX™ SERVER	• The computer at the server IP address entered in the Dial-Up Network Screen is not responding. • Verify correct MegaNet® server IP entry.
UNABLE TO ESTABLISH CONNECTION WITH ISP	• The call was answered by a modem but requests for connection were not answered. • Try again. If a connection is not made after multiple attempts, the selected ISP may not conform to Internet standards.

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MegaNet® Service Tips

Tip #1: Use the 6 Star PIN to cut down service calls. Set up your MegaNet® games to use the 6 Star PIN so locations can do an Update From Server. If you notice from your operator interface connection report that a machine has not connected recently, simply call the location and have them Update From Server.

How to enable 6 Stars:

1. Press the SETUP button (located in the coin box section or in the CPU section of the game).
2. Touch the **System** button on the Main Menu (see Figure 33).
3. Touch the **Options** button on the SYSTEM MENU (see Figure 34).
4. Touch the box next to **Enable 6 Stars** to make the check appear in the box. Touch the box next to **Access TournaMAXX Update from 6 Stars** to make the check appear in the box.
5. Touch the **<** button once to return to the System Menu.
6. Touch the **Set 6 Star PIN** button.
7. Enter a 1-6 digit PIN number.
8. Touch **X** and touch **YES** to return to the Main Game Menu Screen.

The operator can now access the 6 Star functions by following these steps:

9. Touch the **OPTIONS** button on the Player Menu Screen (see Figure 35).
10. Touch the **Six Star** button.
11. Enter the 6 Star PIN.

Tip #2: Turn the game off and on once in a while, especially if the location keeps the game on 24 hours a day. This will force the modem to do a manual reinitialization and help ensure smooth connections. This can easily be done with a phone call to the location.

To enter this screen, touch the "SETUP" button in the coinbox section or CPU section

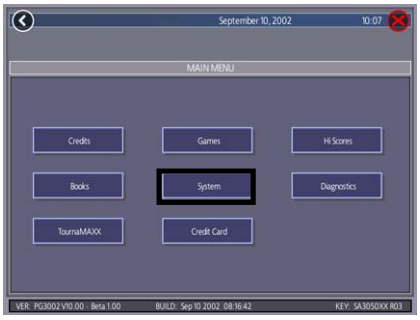

FIGURE 33 - MAIN MENU SCREEN

To enter this screen, touch the "System" button at the MAIN MENU SCREEN

FIGURE 34 - SYSTEM MENU SCREEN

FIGURE 35 - PLAYER MENU SCREEN

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AMI Jukebox Mega-Link Setup

In available markets, your Force or Ion Megatouch game(s) may be linked with an AMI-powered jukebox by utilizing the Mega-Link feature, which allows customers to view and play jukebox music selections directly from the Merit touchscreen. To enable the link, you will need a broadband Internet connection, a router and Ethernet cable(s) (if you are not using wireless). It is recommended that you set up and configure your router prior to initiating the Mega-Link. Once the router is configured, follow the instructions below for hardware and software setup.

NOTE: Some Force games do not support Super High Resolution and thus cannot be linked to a jukebox. These games include Force Radion and Classic, as well as Force conversions from Slim, Select and EZ Maxx models.

Additionally, all games linked to a jukebox must be running 2006.5 software (V21) or greater. To determine what version of software your game is running, push the SETUP button inside the cabinet. The program information will be displayed in the lower left corner of the first screen that appears. Following the PG3002 will be the version running on your game.

NOTE: Megatouch games that are connected using the Mega-Link system must have the same level of software for proper operation. The software is designed to detect other levels of software in linked games.

For games running 2007.5 software (V23) or earlier: If a different software level is detected, you will receive a screen that says, "MEGA-LINK MISMATCH CALL ATTENDANT." This screen will be displayed approximately 5 minutes after you turn the games on. To clear the screen and continue playing the games, you must turn the power off, unlink the games, and turn the power back on again. If you want to link these games you must upgrade all games to the same software level.

For games running 2008 software (V24) and later: If a different software level is detected, the games will not link and an error message will be displayed when you enter operator setup. If you want to link these games you must upgrade all games to the same software level.

Hardware:

1. Ensure that both the jukebox and your Megatouch game are turned off and unplugged before making any connections.

2. Unlock and open the jukebox door to locate the unit's interior router.

3. Insert the Ethernet (Category 5) cable through the access hole in the rear of the jukebox, then connect the cable to the interior router.

NOTE: If the jukebox is mounted to the wall, it may be necessary to temporarily dismount it to properly run the Ethernet cable.

4. Connect the other end of the Ethernet cable to your external router.

5. **Wired connections:** Connect a separate Ethernet cable to the Ethernet coupler on the outside of your game, then to the router. Plug in and turn on the jukebox and your game.

   Wireless connections: Plug in and turn on the jukebox and your game, then continue with step 1 in the **Wireless Setup** section.

Software:

6. Press the SETUP button.

7. At the MAIN MENU, touch the **Network** button.

8. Next to **Internet Connection**, select the **LAN** option.

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9. ***Ion games:*** Next to **(LAN) Local Area Network Connection**, touch **Ethernet** to advance to the Ethernet Internet Setup Screen. At the Ethernet Internet Setup screen, select **Automatic**.

   FORCE games: Touch the **Ethernet Setup** button. At the Ethernet Internet Setup screen, select **Automatic**.

NOTE: If the Automatic connection fails, contact Merit Customer Service to set up a connection using the Manual option.

10. Touch **MAIN MENU** at the top of the screen. Next touch the **System** button, followed by the **AMI Setup** option.

*NOTE: If the **AMI Setup** button does not appear, touch the **Options** button and go to page 4 in Options. Touch the box next to **Enable AMI**. Then touch the < button and touch **AMI Setup**.*

11. To enable AMI Music Connectivity, ensure that the Jukebox ID is set to connect automatically. Accept the default values for the Server URL and Agent Name, then touch **Connect**.

12. Enter and confirm the AMI Entertainment username and password created with your initial jukebox account and utilized for Web site access.

NOTE: If a jukebox is not detected, you will be prompted to manually configure the jukebox information obtained from your jukebox setup screen. On your jukebox, go into "Service", then select the "Diagnostics" and "System Information" options on screen. Enter the MAC Address, exactly as it appears on the jukebox, into the Jukebox ID field on your Megatouch game. (The defaulted Server URL and Agent Name are also listed on the jukebox setup screen.) Once the information is entered, touch "Connect" once again on the AMI Setup screen to proceed.

13. The game will download the music. Under normal circumstances, this could take anywhere from 30 minutes (Ion) to 90 minutes (Force). Merit has a catalog download available on the Web site which will decrease this time (http://www.meritgames.com/amidatabase.asp). A **"Connection Successful"** message will appear when finished, followed by an option to enable the link. Touch **YES** to complete the process. Once the link is established, you may return to the AMI Setup screen to disable, test or view link details.

14. Touch **MAIN MENU** at the top of the screen, then touch **Credits/Pricing**.

15. Touch **AMI Play Cost** to configure the price of music selected from the game. Use the arrows to set the two-digit credit cost (e.g., "02" = 2 credits) for each of the 3 play options: One Song Play, MOD (Music On Demand) Play, and Priority Play (My Song First) Cost.

NOTE: The cost of one song must be set to a minimum amount of 33¢. If your game is set to one credit is equal to 17¢, each field in the AMI Play Cost Screen must be at least 2 credits in order for the units to link.

The same AMI music billing applies for songs selected through the game.

16. Touch the **X** in the upper right corner of the screen and confirm you want to exit the setup screens.

Viewing Jukebox Revenue

To view jukebox revenue from your AMI-enabled Megatouch, use the following procedure:

1. Press the SETUP button.
2. Touch **Books.**
3. Touch **Cash Settlement Collection.**
4. Touch **Revenue Details/Cash Out.**
5. Locate the **Jukebox Revenue** data.

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Wireless Setup (Ion Games Only)

Each Ion game comes equipped with a wireless USB adapter. Along with a wireless router, the wireless adapter can be used to connect to the Internet and Mega-Link with your AMI-powered jukebox and/or other games. The Linksys 802.11B router is recommended for use with Ion software. In addition to wireless capability for up to 8 Megatouch games, this router features 4 Ethernet ports for wired connections.

The software allows you to configure your own network, should you choose to do so. Follow the steps below to set up your own network. ***NOTE: If you are using security, only 64 or 128-bit WEP encryption is supported.***

1. Press the SETUP button.
2. Touch the **Network** button on the MAIN MENU.
3. Touch the **Wireless** button next to **(LAN) Local Area Connection** to advance to the Internet Setup screen.
4. Touch **Configure Device** and then choose from the following options to network your games:

   Autodetect Network: The system will find and connect to the nearest available wireless network. This is the easiest way to connect.

   Search for Networks: Looks for all available wireless connections. Select a connection from the list to proceed.

   ***Secured connection*:** Choosing a "locked" device will prompt a key (password) request. If the selection is your own network, use your password to gain access. If not, this indicates an outside wireless network that has been encrypted and is not accessible.

   ***Unsecured connection*:** You will be prompted to enter interface information. Accept the default values, or consult a network advisor to manually configure these settings.

   Ad-Hoc Network: This is only for linking games, not for connecting to the server for MegaNet or jukebox linking.

   NOTE: If you have chosen Ad-Hoc Network, you will be prompted to enter the SSID (network name). Create a name for your network and enter that same SSID name for all games that you want to link. You will also be required to manually configure these settings; accept the default values or consult a network advisor.

   Custom Configuration: Touching this button will prompt the user to enter the SSID (network name) for manual setup of the wireless connection.

   NOTE: Wireless Internet connection does not require Manual Configuration. Only users who have changed the default SSID during router installation should change the SSID. Consult the instructions supplied with your wireless router for more information.

   NOTE: If you have chosen **Custom Configuration**, you will be prompted to enter interface information. We suggest you accept the default values. If you want to manually configure these settings, consult a network advisor.

5. Once you have chosen your network connection and the game returns to the Wireless Device Setup Screen, reboot the game in order to ensure that your network is properly established. To continue with Jukebox Mega-link Setup, proceed with step 10 in that section after the game reboots.

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Local Tournament Mode

NOTE: If you have dual tournament mode and are switching from TournaMAXX to Local Tournament Mode, you will need to perform an "Update From Server" before changing modes. To do so, touch the "Update From Server" button on the TournaMAXX Menu.

To maintain accurate bookkeeping statistics, it is also advised that you perform a Cash Settlement Collection before proceeding to Local Tournament Mode.

NOTE: The transition from TournaMAXX to Local Tournament requires that the game be switched from ON-LINE to OFF-LINE mode. From the System Menu, choose "Options", then touch the OFF-LINE button. If you are returning to TournaMAXX, you must return to this screen and select ON-LINE.

Overview

The Local Tournament is a completely programmable tournament promotion system, allowing players to compete for a prize pool based on the income from premium-priced tournament games. The top three scorers, at the completion of a tournament, are entered into the Winners' List for retention until they claim their prizes. The game can be set to use cash prizes or redemption points depending on local laws.

Up to four tournaments can be programmed to run simultaneously. The settings for each tournament, including game cost, rounds, starting time, ending time and date, duration and prize pool, can be independently programmed to provide maximum flexibility and promotional potential. Each tournament can be further programmed to be a single, repeating tournament game or a sequence of different games, which change for each tournament period.

Players who achieve one of the three high scores during a tournament must enter their name, along with their own personal identification number (PIN). Should they finish as one of the three highest scorers in that tournament, the PIN will be used to ensure positive identification of the player. Provided an attendant is present, prizes may be claimed anytime after the completion of a tournament. Once the prize is awarded, it is noted on the Winners' List and is accounted for in the bookkeeping statistics.

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Programming a Tournament

1. Press the SETUP button.

2. At the MAIN MENU, touch the **Tournament** button (see Figure 36).

3. At the TOURNAMENT MENU, touch the **Set Up Tournament** button (see Figure 37) to enter the Tournament Clock Screen.

4. At the Tournament Clock Screen (see Figure 38) confirm the correct date and time (if the date and/or time is incorrect, set the correct values using the arrows next to each field).

5. Touch the **NEXT** button to enter the Tournament Setup Screen (see Figure 39).

6. Follow the explanation of each button on the next pages to set up a Tournament.

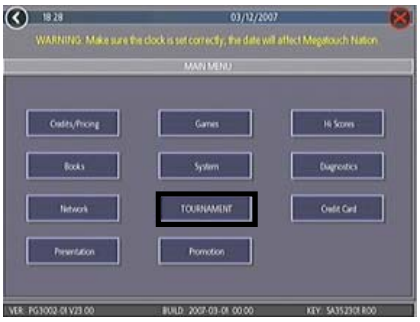

FIGURE 36 - MAIN MENU SCREEN

FIGURE 37 - TOURNAMENT MENU SCREEN

BUTTON ICON	DESCRIPTION
SET-UP TOURNAMENT	Accesses the Tournament Set-Up screens.
CLEAR WINNERS	Enters the Clear Winners screen, which allows you to clear all winners or clear all winners who have been awarded prizes.
RESET ALL	Erases **ALL** tournament information from the memory of game! This includes ALL prize information!

FIGURE 38 - TOURNAMENT CLOCK

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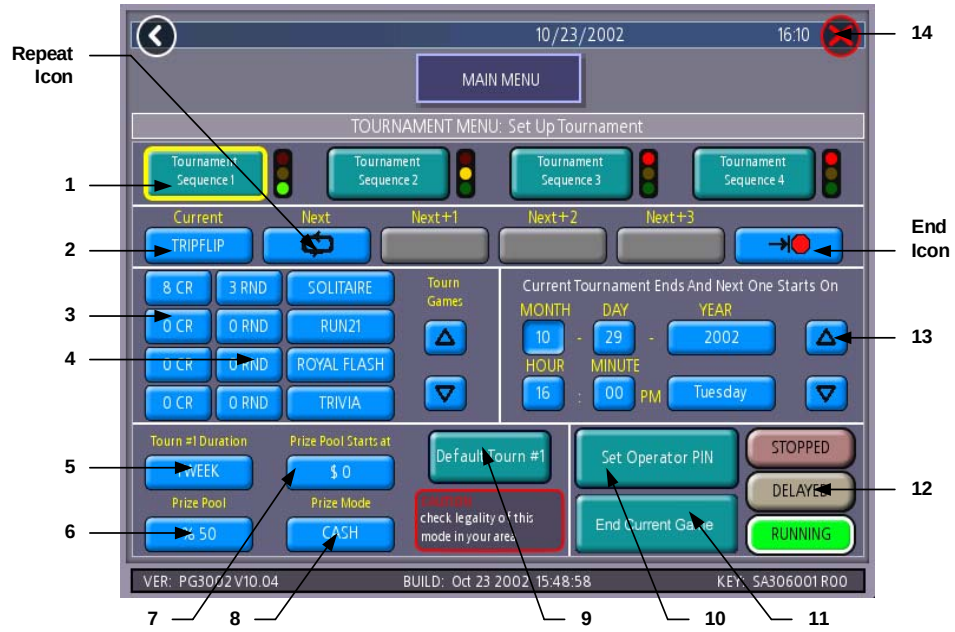

FIGURE 39 - TOURNAMENT SETUP SCREEN
(EXPLANATION OF BUTTONS CONTINUES ON FOLLOWING PAGE)

1	Tournament Sequence	A programmed sequence of up to 5 tournament games. Touch a “Tournament Sequence #” to program the desired tournament sequence (each tournament sequence is programmed independently).
2	Tournament Game Sequence	To enter a game into the tournament game sequence, touch the desired tournament game sequence field and then touch the game name in the tournament game list. Use the up and down arrows to view all available tournament games. Select the REPEAT icon to have the programmed games repeat their sequence; select the END icon to have the tournament games end after the programmed sequence.
3	Tournament Cost Fields	Touch an individual game price to change the game cost for that specific tournament.
4	Tournament Rounds Field	Touch the tournament round number to toggle the number of rounds for the associated game. Most game rounds can be set from as low as 1 to as high as the default number of rounds.

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5	Tournament Duration	Sets duration for tournament games in the displayed Tournament Sequence.
6	Prize Pool	Sets the percentage of the tournament's total coin drop to be used for tournament prizes.
7	Prize Pool Starts At	Allows the operator to start the tournament with cash/points already in the Prize Pool. The pool increases as players deposit coins.
8	Prize Mode	Sets to POINTS or CASH, depending on tournament type. When set to CASH, a message is displayed reminding the user to confirm the legality of cash tournaments in their area.
9	Default Tournament	Touch to reset the default tournament settings for that tournament sequence.
10	Set Operator PIN	Displays the Set Attendant PIN keypad. The operator can set up to four PINs to be used by attendants for awarding prizes. The game will also count the number of times each PIN is used.
11	End Current Game	Ends the current tournament game *for the highlighted sequence only.*
12	Stopped Delayed Running	This is the last step for programming a tournament sequence. Status can be toggled to "RUNNING", "DELAYED" or "STOPPED" by touching the associated button. "RUNNING" means the current tournament will start upon returning to the Game Menu Screen; "DELAYED" means the current tournament will start at the programmed time and date. The tournament settings are "LOCKED" for the current tournament after credits have been played for that tournament. WHEN THE STATUS IS "LOCKED," ANY CHANGES TO THESE FIELDS WILL AFFECT THE NEXT TOURNAMENT(S) ONLY.
13	Time and Date Fields	Touch the field you want to change and adjust the value using the UP and DOWN arrows. You cannot set the time earlier than the current time. Tournament play can be set in 10-minute increments past the real time. The tournament will start at the nearest 10-minute interval.
14	X	Exits to the Tournament Setup Screen.

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FIGURE 40 - WINNERS' LIST SCREEN

Awarding Prizes

Players qualify for prizes by finishing with one of the top three high scores for the tournament.

1. To award a prize, access the Winners' List by touching the **Tournament** icon on the Player Menu. Then touch the **CLAIM PRIZE** icon.
2. On the Winners' List Screen, touch the player's name to whom the prize will be awarded (see Figure 40).
3. When the PIN keypad is displayed, an attendant must enter one of the four, pre-programmed attendant PINs.
4. The player then enters their PIN to confirm the awarding of the prize.
5. The attendant must then touch the **PRIZE AWARDED** icon to register the payout.

   NOTE: Touching EXIT without touching PRIZE AWARDED will cause the prize award sequence to be aborted. The sequence will have to be repeated to award the prize.

Pay Without PIN

If players should forget their PIN, the attendant can press the SETUP button in place of entering the player's PIN. The sequence will continue as though the PIN had been entered. Touch **PRIZE AWARDED** to register the payout.

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